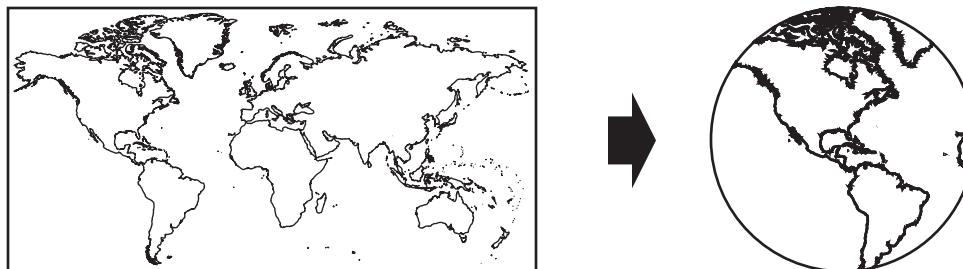
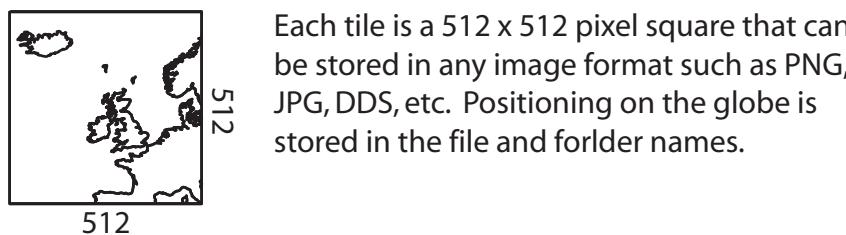
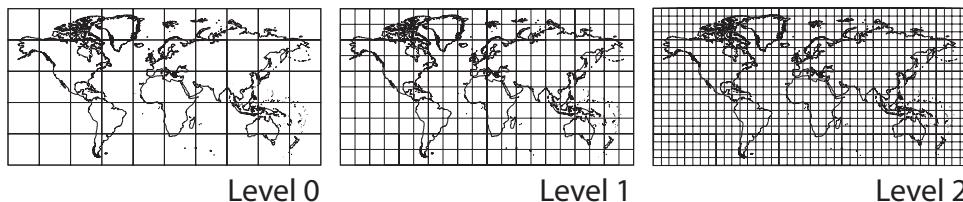


World Wind Map Tile System

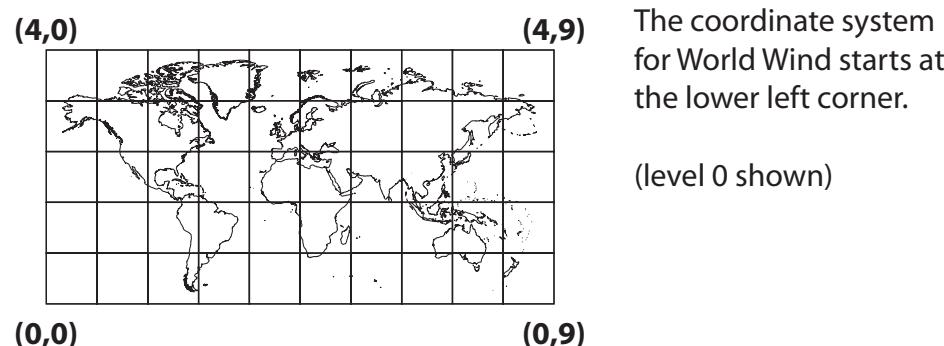
World Wind uses map imagery in the Plate Carree projection (aka geographic projection). It allows World Wind to take a rectangular image (2x1 ratio) and map it to a sphere.



For performance reasons, World Wind stores multiple copies of the same map in successively higher resolutions. Each additional layer quadruples the number of tiles (and size).



Each tile is a 512 x 512 pixel square that can be stored in any image format such as PNG, JPG, DDS, etc. Positioning on the globe is stored in the file and folder names.

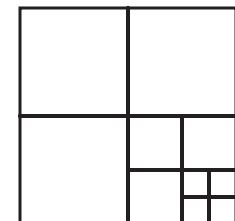


The coordinate system for World Wind starts at the lower left corner.

(level 0 shown)

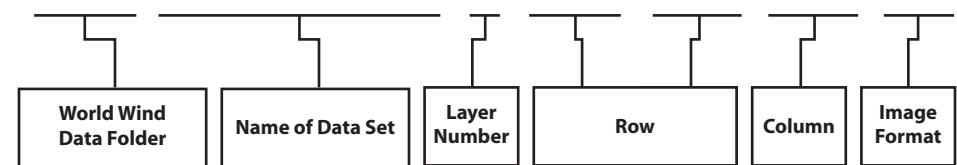
The base layer divides the world into 36 x 36 degree pieces starting at Level 0.

Level 0	36 degrees	50 tiles
Level 1	18 degrees	200 tiles
Level 2	9 degrees	800 tiles
Level 3	4.5 degrees	3200 tiles
Level n		



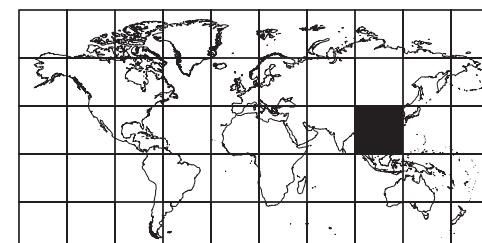
World Wind stores all tiles in folders based on detail level. Coordinate information is stored in the file name of the tile.

\ Data \ Data Set Name \ # \ ##### \ #####_##### .abc



Example:

C:\Program Files\NASA\World Wind 1.3\ Data\Earth\BlueMarbleTextures\0\0002\0002_0007.dds



Data Set: Blue Marble
Layer Number: 0
Row: 2
Column: 7
Image Format: DDS